IronWatch

Issue
06

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ABYSSAL TIDINGS

A Message from the Editor

Welcome to another thrilling edition of the IRONWATCH! This year has started out strong for Mantic, with many pledgers from the Dreadball kickstarter getting their initial boxed sets and with team colors and strategies already flying right and left!

Keep your eyes peeled as well over the coming months for the remaining sculpts for the Kings of War Kickstarter, as those are also coming up fast! Start scrounging your pocket change as well, for summer is right around the corner and with it will come the official Warpath Kickstarter!

Finally, get your pencils burning and send us your articles, miniature pictures, and more! We accept any article, from battle reports to fiction to special rules and scenarios, to painting guides, so be sure to share your ideas and help make Ironwatch even better!

Thanks again for reading, whether you're new here or a longtime reader, and as always, welcome to the Watch!

-Austin

Please note that, while we here at **Ironwatch** *attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

All models used in this publication are from the respective author's own personal collections, and any models displayed herein are not intended to challenge the status of the copyrights of their respective owners. All rights are reserved to their respective owners.

Corrections:

Apologies to Matt Gilbert for omitting the final passages of his story Tan-y-loar. The final few pages have been reprinted so you can enjoy the entire ending.

TABLE OF CONTENTS

Exclusive: Dreadball Advertisement Competition Continues 4

KINGS OF WAR

Tân-y-loar Conclusion, by Matt Gilbert 5

Little Ronnie: Painting Mantic Game's Goblin Sneek, by Darren Lysenko 7

Sage Advice and Random Musings, by Bil 10

All the Range: Dwarf Rangers, by Neil Dixon 13

Making the Special Weapons Corp, by Doug Newton-Walters 17

The Norman Invasion: An 11th Century Norman Army List, by Stuart Smith 24

Sergeant Nero: Painting the Mantic Orc Flagger, by Darren Lysenko 28

WARPATH

The Cult of Pharma, by Austin Peasley 40

UPCOMING NEWS FROM MANTIC GAMES!

Dreadball Advertisement Competition Continues!

Good moooooorning Sports Fans!

We here at the DBCN are looking for the next bout of advertisement for the DreadBall.com website.

We're looking for funky, comical banner advertisements 160x600 pixels that are grounded in reality and mixed with a little DreadBall flair.

Submit your amazing designs to chris.palmer@manticgames.com and the best will be used on the DreadBall.com website. Please do not use imagery from any other manufacturer or fictional universe.▪

By Mark Relf

John Doe MVP
By Mantic Games
Used with Permission

Tân-y-loar

By Matt Gilbert

(Editors Note: Due to editorial error, the final few passages of Tan-y-loar Part II were omitted from the last issue of IRONWATCH. We have reprinted the last couple pages so you can finally enjoy the ending of this tale in it's entirety! We apologize for the inconvenience)

Conclusion

WHEN I CAME to, it was dawn. I was lying on the ground next to a wagon wheel, wrapped in a blanket. I raised my head slowly and watched my breath blow cloudy patterns in the cold morning air. Gingerly, I tried to more my arm. But for a dull ache, nothing more than you would get from sleeping on it, there was no sign of injury and no pain. Had I been dreaming? It had all seemed so real. I rose from my bed and was adjusting to my surroundings when I heard a cry of surprise.

"Eran! Is that really you? We thought you lost boy. Gods be praised you are alive. Your father has been beside himself".

"My father? He's not dead?"

"No lad" Tolk put his hand on my shoulder. "Cuts and bruises, but it'll take more than a beast like that to kill that man, the stubborn ox that he is. Don't tell him I said that mind." He winked at me then pulled himself up to his full height.

"You acted foolishly and abandoned the caravan. Your father is not happy. You will be punished for this and your judgment called into question." He indicated a wagon further down the line. "He tried to persuade the Master to wait until this morning, hoping you would return. Luckily for you, our elf guide was too injured to move us out so has been taking the time to gather his strength. He must have communicated with his like somehow. Two more of 'em turned up last night and we move out this morning. Gather your things and get ready to go. It'll be hard for your father when he sees you. You have shamed the Trakken" His face softened. "But he will be glad to see you nonetheless."

I felt shamed, stupid and alone. Would people really believe what had happened if I

By Jonathan Faulkes

told them anyway? I wasn't sure what I believed myself at that moment either. Everything seemed so surreal. Dreading the day ahead and the journey back to the village to come, I stooped to pick up the blanket I had woken in. As I gathered it into my arms something slipped out and landed with a wet thump on the ground at my feet. In the dawn gloom I couldn't see what it was but as my groping fingers located it and drew it to my face my heart skipped a beat. In my hand I held a beautifully elegant, expertly carved length of wood, the likeness of a Fey looking back at me from what I had previously taken to be a child's toy.

"ARE YOU STILL in here? She fell asleep long ago you know and the fire has gone out."

"Yes but the story had to be told. I'd like her to know."

"I think she fell asleep before she found out."

"Ah well. It is a good story. It is worth telling again one day."

"Come now Ur-pa. You'll fall asleep yourself. Kiss her goodnight and then leave her be. I'm going to pour us a drink."

The old man gazes down at his grand-daughter and lightly brushes some hair from her face. The girl has fallen asleep holding the carving.

Ah well. It is a good story. It is worth telling again one day

He bends down and kisses her on the forehead before pulling the blanket up to her shoulders.

"Yes, it is a good story" he says. "Goodnight Moonbeam. Sweet dreams".▪

By "Weedyelf"

Little Ronnie – Mantic Games' Goblin Sneek

By Darren Lysenko

Now I've finally got a few minutes in-between waiting for various stages of a competition entry to dry, I thought I'd post up the work-in-progress images of Little Ronnie to show you all how he came together.

What I love about this miniature is that it manages to capture so much character, yet it is so utterly simple in its detail. There is no clutter, no needless over-embellishment, just a great character, perfectly realized.

I'm sure the first thing you'll notice is that I painted the miniature based, and in fact, painted the base first. There were a couple of reasons for this.

The first was a time issue. As it was a relatively small miniature, and the base was going to be as simple as the goblin himself, I decided to paint both as one whole piece, allowing me to get a quicker result, but a great one all the same.

I painted the base first because there is always a danger of rushing this type of simple base at the end of a job because when you're so excited about the actual miniature, the base can sometimes become something of a secondary concern. Painting it first means you are still fuelled by that initial excitement, and of course there is

nothing worse when you've painted a fantastic miniature than making a disastrous slip with the brush while doing the base!

I decided on a white undercoat for Little Ronnie, which is a bit of a break from my normal Chaos Black spray. I wanted to really go to town on the blending, meaning lots of almost water-thin coats of paint.

Even over a white undercoat, the purple robes you see in this image took between ten and fifteen coats of Hormagaunt Purple Foundation before having a good solid base to work from!

I then added some Necron Abyss Foundation and painted it into the recesses using the same thin mix, finally adding some Chaos Black to this before doing the deepest areas. After that I simply worked up the highlights, blending up with a mix of Hormagaunt Purple and Bleached Bone, before finally blending the edges with pure Bleached Bone.

It's very easy to get carried away trying to blend, adding a little bit more highlight, then a bit more, and a bit more, and so on. I found from this miniature that this really isn't necessary. As long as you keep your paints extremely thin, you can complete an area - shade-to-base-to-highlights - in just five stages.

Finally, I completed the sleeves and hood in a similar manner with an unobtrusive dirty-white.

It's always down to personal choice, but I always prefer to leave skin until last. Many painters agree, but an equal number would disagree too!

Because faces are the focal point of the miniature, I like to leave them until the end so that I can gauge the skin tone when compared with the rest of the finished miniature. With that in mind, I painted the leather on the goblin, simply as it was the next largest area.

This was basecoated Bestial Brown and then shaded with a little Liche Purple and a lot of Scorched Brown (with the addition of Chaos Black in the deepest recesses). The highlights were blended up with Snakebite

Leather and (again!) Bleached Bone.

To try and keep a universal color-scheme that held the miniature together at the end, I tried to use some form of purple in all the shades and equally, Bleached Bone in most of the highlights.

After painting the remaining detail on the Sneek, I finally got to paint the flesh, which was what I'd been looking forward to since the beginning!

I went for a Goblin Green basecoat as I wanted the skin to stand out brighter than the rest of the model, shading it with purples and blues (Liche Purple and Necron Abyss) rather than going for a straight dark green. This is because I think that adding different colored tones to the skin makes it much more real and more pleasing to the eye.

As for the highlights, these were gradually blending up from the basecoat with just Ice Blue. Normally, for Orc-ish skin, I would use a yellow for the highlights, but for this particular Orc army, based on snow bases, I have used Ice Blue throughout to give the flesh a much 'colder' look (both literally and figuratively!).

And, aside from a few fingernails and a couple of red eyes, that's it!

If you want to see more pictures of the finished Little Ronnie, get over to the 'Bloody Hells!' section of the Flare Gallery to see him in all his diminutive glory!

If you have any comments, questions or suggestions, please feel free to leave your comments below, or email Flare Miniature Painting directly!

Next time, I'll hopefully be able to show you the finished Orc Flagger that I'm currently working on for the Chelmsford Bunker's BunkerBrush2012 competition!

Sage advice and random musings

Hobby chatter from a hairy old gamer.

Now that we have the madness that is Christmas behind us we can start all those new year projects that we have been meaning to get round to, whether it's starting a new army, unit, piece of terrain, or even a new game system….

What's that I hear you say? You have far too many unfinished projects already to be starting anything else? Well why not put in that last bit of effort and try to complete it, or move away from your comfort zone and try something different? Currently there is a thread on the mantic forums posted by Alessio himself. It seems he is working on a new Kings of War supplement and wants ideas and submissions for it in the form of new magic items which he can pick inspiration from or just use directly and publish (with of course a suitable mention in the form of the item creator's name in the book).

Now this is something I particularly enjoy ,and I don't think I'm alone in this; most of "us gamers" have a little bit of games designer in us in that we often think "Oh I would have done THAT rule different" or "3+ is far to easy for that unit to hit, I think they would be slower so really should hit on 4's," etc.

This is something that I happily encourage, I have often designed campaigns around magic items or special pieces of equipment as have some of my friends. We once had a sci-fi campaign over the possession of an ork all terrain battle tank…..well, a converted zoid dinosaur with a suitable paintjob and added on guns….but if you don't know what a zoid is just ask your dad. The point is, though, that we had many great games over something that we had made up ourselves,

By Chris Schlumpberger

By Michael DeFranco

and it doesn't matter what game you are playing because there is ALWAYS room for home brew stuff, be it units, high tech equipment, or in this case, magical artifacts.

Now some ideas might be a bit too unbalancing so the important part of any homemade add-on is discussion and play testing. Once you have your idea write it out and discuss it with your mates. We all have opinions and something that initially seems like a great idea can, when viewed with new eyes, turn out to be a game breaker. That's where we are at the moment on the Mantic forums; people are throwing out lots of ideas that still need to be peer-evaluated for fairness and game balance. Some items are to be treasured whilst others are best left to in the bin, but the important part is that they are out there and being talked about, refined, and commented on.

Now I'm sure that Alessio will pick and choose what, in his experience, is best and use as is, tweak, or change what he needs to during play testing and put the final versions in the book for us all to use. However, I suspect that there will be further threads for some the unused items to be refined by us to be used by us and, dare I say it, perhaps even get published in this fine publication.

[Ed. Note: We'd be more than happy to accept submissions of magic item proposals

for Kings of War, equipment and wargear ideas for Warpath, or any other proposed special rules you might like to share!]

I mention this because there are already some excellent ideas in the Mantic forum thread already, most likely more than Alessio needs, and it would be a shame to have them go to waste.

So where do you come in? Well surf yourself over to the mantic forum and read the thread from the start : http://forum.manticblog.com/showthread.php?3148-New-magic-artefacts!&highlight=magic+items

Then throw in your ideas; You never know, you might just end up in the printed book! Don't forget to comment on anything you like, or don't like for that matter, but be sure to say why. Constructive comments help the refining process so that the items that don't get picked can still be worked on as a community, play tested, and posted in a similar fashion to the fan army lists.

Well, that's it for now, but while you're on the Mantic forums, do feel free to PM me with any comment or thoughts you might have about this or any of my previous columns. Like the items, I am open for discussion and refining !

Remember the objective of the game is to win. The point of the game is to have fun. The two should never be confused.

Until next time

Ttfn

-Bil

By Jonathan Faulkes

All the Range: Dwarf Rangers

By Neil Dixon

Problem Recognition

Practising for the Clash of Kings tournament, my Dwarfs suffered from a distinct lack of manoeuvrability and a complete incompetence in dealing with war machines. Rangers look pricey in terms of points – 135 points for a troop when you can get the equivalent Ironwatch with the same shots for 115 points with Piercing (2). A regiment is 175 points, yet the same number of Bulwarkers is 125 points. You are unable to field a lot of them to overwhelm the enemy army in combat or through hail of fire. So what is the appeal?

Most armies have a choice of light cavalry units or flyers. For Dwarfs, Rangers are one

Close combat armed regiment from the front. The leader is a Westwind model, whose fur coat fits perfectly with the theme. The Dwarf ruin In the center is produced by Scibor.

Close combat armed regiment from the rear. I cut away the knives on some of the models and glued on spare crossbows. Some of the hammers were replaced with axes for variety.

of their most versatile units that can fill that recon role. Vanguard allows them a very useful move before the first turn. You can get their missiles in range from turn one, and take any objectives or defensive positions just outside your deployment zone. Any other unit may be shot before they get to the cover of a wall or building, and would need to sacrifice a turn of shooting to do so.

Firing on the move makes them ideal for capturing objectives in the middle of the board, or to launch defensive fire if the enemy tries to outmanoeuvre you. All too often, sneaky flying units like Wraiths and Elf Dragons position themselves out of the shooting arc of your Ironwatch. Deploying Rangers instead means you can turn to face and launch a few shots before they charge.

Regiments are decent in combat when they need to be, as Crushing Strength (1) gives them that extra edge against high defence units. Although they have typical Dwarf survivability, ensure they have support; otherwise they will quickly become overwhelmed.

One unit on each flank is always a safe bet, supporting your main blocks of infantry. They can flush out the enemy where line of sight for your cannons is limited, such as wooded

areas or between buildings.

Modelling Rangers

I used the tutorial by Matthäus Mieczkowski (aka “Max Jet”) in Ironwatch Issue 1 as my guide. I created two regiments, taking about three hours to sculpt the fur for each. I thought this was time well invested to get unique models.

After painting, I mounted models from each regiment on two bases of MDF, each 40x100mm. I find splitting the base makes it easy to access all the areas with the brush when painting.

During position and assembly I attempt to make the models interact to show what they are doing at a certain point in the battle. Dwarfs are always ready to fight either at close quarters or at range, so I armed the entire regiment with one type of weapon. The regiment with axes and hammers I imagined as wood cutters and huntsmen, roaming through the landscape. The leader is encouraging their relentless advance. Having lost one of their comrades already, the crossbow armed regiment is bunched up around the ruins, under attack from all sides. So, there you have it. Try as many different units in your army as you can, and customise, customise, customise!▪

Crossbow armed regiment from the front. I used the Mantic leader and musician model but replaced their weapons with crossbows.

Crossbow armed regiment from the rear. One Ranger has unsheathed his axe to slice up a foe that has strayed too close.

Making the Special Weapon Corp

By Doug Newton-Walters

After receiving my Kings of War kickstarter with 15 Shieldbreakers in it, I was trying to figure out what to do with the extra 5 dwarfs. First I thought perhaps I could get an additional 5 to create a regiment, but as I've got plenty from the two crazy bags I got last Christmas, I decided to go with converting them into heroes instead.

So which to make? Well I'd just bought the king's council so the only model I didn't have was an engineer battle driller (ok so it's a monster...). Seeing as how they're the cheapest melee unit in the dwarf army I thought I might as well make five of them... but then I started thinking how cool it would be to have a large infantry unit of engineers with crazy weapons and these are the result.

These conversions comprise fairly simple components. I started with five dwarf models and the open hand Shieldbreaker arms.

The unit champion uses an arm from the cannon sprue (Mr Pointy) for some extra authoritarian gravitas. Important note: Don't ,whatever you do, break off the pointy finger; Otherwise you'll have to re sculpt it like I did here....

I used the bare head from the cannon sprue in the unit to give them some more variety.

To highlight their engineering qualifications I gave them goggles from the steel warriors. We all know engineers are chronic gogglers right? they'd probably be chronic googlers too if it existed (Using it to goggle at,

er ,engineering websites....)

The rest of the components are varying sizes of plastic tube bought from Evergreen.

The buzz saw and drill components are taken from GW Ork weapons, whilst the triple shears are made from bits of plasticard.

The backpacks, which are supposed to be combustion engines are larger bits of plastic tube glued together in interesting shapes.

Each weapon has a cable or cables coming from it. This contains the universal joint that provides torque to the blade or drill. These were made with bits of guitar wire or thin plastic rod (~1mm or 4/3rds of a duck's toenail if you're using Imperial) and bent around.

Because they're either going to be used as Large Infantry or Monsters I decided to mount them on 40mm bases which required a bit of decoration. With such gruesome weaponry I thought some strategically placed severed orc heads lying in pools of their own ichor would do the trick.

I left the round base on their feet to give them a more menacing profile, so that required building up sand around them so it didn't look so obvious.

Painting

All my painting was done with Vallejo Game/ Model Colour and cheap black spray undercoat.

Like all my Mantic dwarfs I decided to paint them brown and bronze. This was chosen mainly for speed as they can both be shaded

using the same colour.

First I undercoated them with a cheap matt black spray. Anyone in Australia should be familiar with Supercheap Auto and their Export Paint which is ~$3.50 a can. I've been undercoating all my models with this paint for the last 10 years or so. I find it unethical to pay a tonne for paint that's going under everything else.

*:This is like drybrushing but with a wetter brush. It leaves the paint underneath in the cracks and covers the rest of the model. Because the paint is wet it doesn't produce a dusty or grainy effect. With practice you can wetbrush with precision – I wet brushed the teeth on the dwarfs for example.

After that I 'wetbrushed*" all of them with Heavy Sienna. Vallejo's Heavy paints are referred to as Extra Opaque because they have lots of pigment in them.

I then painted their skin with heavy skintone and their armour with Model Colour Bronze. The blades and backpacks were painted with Gunmetal Metal.

The whole model was washed with Sepia shade, a rather strong dark brown wash.

To highlight the brown cloth I added heavy goldbrown, with a final highlight adding bonewhite.

The gloves belt, boots and weapon haft were washed with black shade, making them black. These were highlighted with a mix of ghost grey and washed again.

These washes are pretty good at smoothing highlights out. If you find yourself with really harsh highlights another coat of the wash can smooth it out.

The skin was highlighted with Model Colour Salmon Rose, albeit rather watered down and lightly applied.

The armour and metal was brushed with their original colours to pick out the edges.

The pipes were painted Sun yellow and highlighted with bonewhite.

Finally the lenses of the goggles were painted turquoise and highlighted with a mix with ghost grey.

The bases were drybrushed with heavy warmgrey and a light brush of bonewhite on top.

The orc heads were given a coat of camouflage green and washed with a mix of green shade and fleshtone shade and highlighted with a wetbrush of dead flesh.

Lastly I glued green flock to the base in small patches. Because these are dwarfs from rocky highlands, I wanted a base that wasn't grassy. So I washed the flock with watered

down white paint to make it look a bit flatter and paler. Hopefully it looks halfway to the lichen I was going for.

So that's about it. Now all they need is some 'test subjects' on which to violate the Culloch Mor convention on the humane dismembering of enemy combatants....▪

Blood Puddles

Back in 2000 I was painting a great unclean one and wanted convincing slime trails and puddles without spending tonnes on resins. I figured if I made a puddle of PVA and painted that, it produced the desired effect.

You'll find you'll want to put less PVA on than you need. That's because it shrinks a lot when in large amounts. A blob 5mm high will barely reach 2mm after it dries. So don't worry if you get it in places you didn't want, you can't really tell anyway.

Slap it on in the desired areas and wait for it to dry. The undercoat it with the desired colour. I find with blood that a mix of red and sepia/flesh wash applied to red creates a really nice rich red colour. Paint several coats of gloss varnish on it to increase the sense of depth and maybe a few lighter red highlights.

This can be used for any fluid although it does look better if you're trying to represent thick fluids unless you're being careful about how you apply it. No need for expensive resins if you don't want transparent liquid, PVA does the trick.

By "imm0rtal reaper"

The Norman Invasion

A 1066 Norman Army for Kings of War

By Stuart Smith

My problem is that I am a real wargames butterfly, fluttering about from army to army, period to period, tinkering with different scales and rule systems. I am also quite happy to mix fantasy gaming with historical gaming, it's all the same hobby to me. Add to this the growing number of figures available in all sorts of era's and the ease with which you can get your hands on them and then the problem just grows.

One figure range which has attracted my attention recently is the range of plastic Norman Infantry and Cavalry by Conquest Games, a growing number of their boxed sets now sit upon my gaming room (Daddy's playroom) shelves ready to be turned into an army but I need a way to get the most use out of them as we normally play Kings of War at the moment.

This Norman Army list has been created from the Human/Kingdoms of Men Army List in the main Kings of War rule book. Many other gamers are starting to use the Kings of War rule system to create historical army lists for a whole variety of gaming periods, attracted by the simple, fast playing rule system. Most notably a chap called Neldoreth (who obviously has far too much free time) on his 'An Hour of Wolves and Shattered Shields' website goes into great detail for just about any army of the Ancient through to Medieval period that you can think of. This is a highly recommended website for anyone who wants to use the Kings of War rules for Historical games.

However, Neldoreth has also added in extra period detail and rules that would perhaps take the armies created with his lists too far from the original fantasy rules and possibly make them unplayable against other Kings of War armies such as Elves, Dwarves etc... I

wanted a quicker and easier to use list.

For my Norman Army list I have chosen and followed quite closely the various troop types within the Kingdoms of Men list that I felt were most suitable for a Norman Army. The hope is that I can then use my Norman army as a Kingdoms of Men army against fantasy opponents but then be able to use it in historical games as well. The major problem I had was I have no idea how the points values of the various troop types are worked out. Thus any changes to troop types and special abilities that I made are based on pure guess work and what seemed to be about right.

Some of the changes I have made are The Army General and Nobles can have Crushing Str:2 if mounted to make them equal to Knights but I have put their points cost up a bit.

Also Skirmisher units are made up from the Archers stats but with Nimble and Vanguard added for a extra few points.

The skirmisher units could be created using less than 10 figures per unit or base but will still actually count as 10.

The light cavalry (based on Mounted Scouts) also gain vanguard.

Once this mighty army is ready to face my friends armies it will hopefully be able to play as a Norman Army in historical games but I am not beyond adding in Ogre's, Wizard's and Trebuchets if playing Kings of War Fantasy battles. Then I will start to sort out a Saxons list and all those boxes of plastic Saxons I haven't told you about.

All I have to do now is paint all those Normans, but do I paint them now or wait until I have finished my Elf and Dwarf armies, then there are all those 6mm Greek and Persian War figures I bought recently...▪

By Stuart Smith

By Stuart Smith

11th Century Norman Army

All units may buy a banner for 15pts and a musician for 10 points apart from Light Cavalry who may only buy a musician.

Dux	Sp	Me	Ra	De	At	Ne	Pts
Dux or Army General	5	3+	-	5+	4	13/ 15	110

Special Rules: Mount on a horse (Spd 9) for +25 pts
Individual. Very Inspiring,
Crushing Str:1 (2 if mounted)

Standard	Sp	Me	Ra	De	At	Ne	Pts
Army Standard Bearer	5	4+	-	5+	1	9/ 11	35

Special Rules: Mount on a horse (Spd 9) for +15 pts
Individual. Very Inspiring,
Crushing Str:1 (2 if mounted)

Nobles	Sp	Me	Ra	De	At	Ne	Pts
Noble/ Hero	5	3+	-	5+	3	10/ 12	60

Special Rules: Mount on a horse (Spd 9) for +15 pts
Individual. Very Inspiring,
Crushing Str:1 (2 if mounted)

Priest	Sp	Me	Ra	De	At	Ne	Pts
Priest	5	4+	-	4+	2	10/ 12	60

Special Rules: mount on a horse (Spd 9) for +15 pts
Individual. Very Inspiring, Headstrong, Heal (1)
Crushing Str:1

Knights	Sp	Me	Ra	De	At	Ne	Pts
5x Milites or Knights	8	3+	-	5+	8	11/ 13	95
10x Milites or Knights	8	3+	-	5+	16	14/ 16	175

Special Rules: Headstrong
Crushing Str: 2

Foot Knights	Sp	Me	Ra	De	At	Ne	Pts
10x Dismtd Milites	5	3+	-	5+	10	11/ 13	90
20x Dismtd Milties	5	3+	-	5+	20	14/ 16	115

Special Rules: None

Spearmen	Sp	Me	Ra	De	At	Ne	Pts
20x Spearmen	5	4+	-	4+	10	13/ 15	95
40x Spearmen	5	4+	-	4+	20	20/ 22	180

Special Rules: Phalanx

Archers	Sp	Me	Ra	De	At	Ne	Pts
10x Archers	5	5+	5+	3+	10	10/ 12	75
20x Archers	5	5+	5+	3+	10	13/ 15	100

Special Rules: Bows

Mercenary Crossbow	Sp	Me	Ra	De	At	Ne	Pts
10x X-bow	5	5+	5+	3+	10	10/ 12	75
20x X-bow	5	5+	5+	3+	10	13/ 15	100

Special Rules: 0-2 units only.
Piercing (1), Reload

Light Cavalry	Sp	Me	Ra	De	At	Ne	Pts
5x Light Cav	9	5+	5+	3+	5	10/ 12	75

Special Rules: Javelins, 12” range.
Nimble, Vanguard

Skirmishers	Sp	Me	Ra	De	At	Ne	Pts
10x Skirmishers	5	5+	5+	3+	10	10/ 12	75

Special Rules: Javelins, 12” range
Or upgrade to Bows at +5 pts per unit.
Nimble, Vanguard

Sergeant Nero - Painting the Mantic Orc Flagger

By Darren Lysenko

I think that painting any miniature well is a challenge in itself. Though it may be less so for 'gaming' miniatures, even if you're just throwing on a base and a couple of highlights to get an army on the table, nobody sets out to paint a miniature badly - Lord knows, you pay enough money for most of them, why wouldn't you want them to look as good as is realistically possible for the purpose which they were intended?

Yes, painting miniatures well is a tricky.

This fact is even more true when the miniature in question is painted for a competition. After all, it's not just you who is judging the final piece, or your client - it's your peers, and I think that those are the people you set out to impress the most.

Of course, all of this is a lot easier if the miniature is a good one, and at the moment I can think of no better miniature than Mantic Games' stunning Orc Flagger. It's a fantastic mini with so many different elements to have fun with - battered old armor, large areas of orc-ish skin, flowing cloth, matted fur, and (quite frankly) a ridiculously massive sword which balances the large banner (a canvas in its own right) perfectly.

I had just two weeks to paint and base this model, a time-limit set by the competition which made the excitement of working on it even more intense!

It was February 29th and the Chelmsford Bunker's BunkerBrush2012 competition had begun...

DAY ONE

Before the competition began, entrants were allowed to clean up their miniatures and undercoat them, thought (obviously) no other painting was allowed.

Due to the size of the banner, I decided to paint it separately to the main body of the Flagger, though I did attach the sword arm. I find it much easier to assemble as much as you can of a mini before painting as long as the parts don't make it too difficult to paint into the deeper parts of the model. This helps when trying to shade and highlight the miniature, as well as making it easier to keep the color scheme consistent. (At this point, I'd like to apologize for the poor quality of the WIP images, as they were taken in what can best be described as 'a great hurry' under 'poor lighting conditions' and usually while I was waiting for something to dry...!

I began by painting the armor as it was one of the largest areas of the miniature. Unlike a lot of painters, I would rather paint skin tones last as I find it helps me to make sure that these are the most eye-catching areas of the model. It is vital that the face, above all things, stands out.

I don't mind admitting that I'm a painfully slow painter at the best of times and given the short time available to complete the

Flagger, I opted for a bit of an experiment over any sort of 'straight' attempt at non-metallic metal (NMM).

Instead of using a color base for the armor, I actually used several thin coats of Boltgun Metal paint, but, crucially, I then shaded and highlighted not with other metallics, but with standard acrylics instead - always, though, keeping a touch of Boltgun Metal in the mix.

By **DAY TWO**, you can see how this was coming along. To shade the armour, I added Scorched Brown and Blazing Orange to the Boltgun Metal and painted those into all of the darker areas, adding Chaos Black for good measure when painting right between the armor plates and at the base of the sword, etc.

I then highlighted in three stages, adding Ice Blue to Boltgun Metal, the using just Ice Blue, then adding Skull White to that, and then painting the 'hottest' areas of reflection with pure Skull White.

At the end of **DAY THREE**, the iron armor was all but complete and I moved onto the bronze, beginning the base with a mix of Shining Gold and Snakebite Leather, before shading and highlighting in a similar way to above (but mixing Necron Abyss to shade and adding Bleached Bone to highlight)...

By the end of **DAY FOUR,** the metallics were finished and Sergeant Nero was beginning to take shape...

After this photo was taken, and in a fit of

caffeine madness at around half-one in the morning, I decided to basecoat all of the deep-blue-black areas with Necron Abyss so that come the fifth day, I was ready to run as soon as my feet hit the ground...

DAY FIVE

While all this was going on, I had been taking some time in-between various stages to construct the base for the Flagger. Sometime, sadly, fantastically-painted miniatures can be let down when the ground beneath them fails to live up to their splendor. That's why I started to create the base almost as soon as I started to paint the model that it would sit under.

The rocks were all stones that came from my garden, and the sand came from my daughters' sand-pit (excitedly sprinkled on by none other than my eldest!). In fact, apart from the base itself and the Battlefields Highland Tuft from The Army Painter, I didn't need to spend any money (so far) on the base. Painting it all was a very relaxing distraction from the rigors of the faux-NMM armor of the Flagger, as it was painted entirely using various stages of drybrushing and washes, and nothing more.

By the end of the day, I had also managed to all-but-finish the blues on the main miniature and the banner section, with just one or two more layers of highlighting needed where they most caught the light.

The shades and highlights on the blues were very simply done by adding varying amounts of black to the Necron Abyss for the shades,

while highlighting up to Ice Blue (again).

I find that it really helps with the look of a model to try and use the same palette throughout the paint job, always highlighting and shading with the same colors in order to cement the coherency of all the separate areas. Ice Blue is my color of choice for the entire Bloody Hells army, as I feel it lends a coldness that works brilliantly with the snow -theme of their bases.

It was now **DAY SIX** and, time allowing for any problems or delays, I was half-way through the competition.

I still had no idea whether or not the mini would be finished for the deadline, but as most of the model had some paint on it, I managed to convince myself that everything would be fine.

After finishing the relatively small leather areas, I pressed on with the 'mane' of the cloak and the cloth, opting for quite a bright orange color to counter the dull blues and browns of the armor.

It was the end of the next day by the time I had gotten this done to my satisfaction, and, looking at the shock of flame-colored fur, burning like a halo behind the Flagger's head, I decided that his name would be

'Sergeant Nero'...!

The orange itself was based with Bestial Brown and highlighted with Blazing Orange. After two washes of Ogryn Flesh, it was highlighted with Dwarf Flesh, then Bleached Bone before receiving a very thin Baal Red glaze.

So far, I was very excited about the way that Nero was turning out, but also knew that unless I could make the banner (almost half the area of the miniature!) look just as good as what I'd done so far, the model simply wouldn't work...

I felt that perhaps it was time to think about the Flagger's... um... flag!

DAYS SEVEN AND EIGHT

The Flagger's cloak is split into two parts, the large mane at the top and the shorter hair making up the majority of the cloak. Having finished the mane already, it was time to move onto the main cloak.

Now, everyone has their weakness - Superman has Kryptonite, a Cyberman has gold, Nicholas Cage has acting. My weakness is fur. Don't get me wrong, I can paint it, sure - but I certainly have to put a lot more effort into it than anything else on a mini.

I don't mind admitting that in the end, I was less than happy with the back of the Flagger - I had intended for the cloak to be the fur of a lion or some such big cat, so I plumbed for a sandy-yellowy-brown for the main body of it.

Sadly, though painted relatively well, I found that this color was completely at-odds with the palette of the rest of the miniature - but having already painted it three times and being aware that there was scant time for perfectionism (being more than half-way into the competition time limit already), I had to grit my teeth and just let the cloak lie.

If time allows in future, I would be sorely tempted to re-paint the cloak a dirty grey-blue. In retrospect, I actually think that this would make the flaming-orange mane look even better.

DAY NINE was the point in the competition that I had really been looking forward to since the start - the Orc flesh!

This stage is where a miniature goes from being a bit of metal with some (hopefully) nicely-painted bits on it, to being a living, breathing character.

I always like the flesh of a miniature to shine out a little bit brighter than the rest of it, so I always tend to err on the lighter side of caution.

For this reason, I basecoated the flesh with Goblin Green, using lots of thin coats over the Skull White undercoat, rather than one thick coat. It takes much more time to do, obviously, but the amount of detail this preserves is well worth all the effort!

Though in terms of area, the skin was a relatively small part of the miniature, I spent a total of almost six hours working on it to get it right.

At the risk of repeating previous posts (Mantic's Goblin Sneek springs to mind...), the skin was shaded and highlighted with lots of blue tones, giving the flesh a cold look that would fit in well with the snow-themed base that I had planned.

I added a touch of Liche Purple and Necron Abyss to the original green, painting very thinly into the recesses over several coats, adding more Necron Abyss for the second, deeper, shading pass.

It's important to note that (though everybody has a different way of blending), you don't need your paint to be wet on the mini when you blend, nor do you need to continually alter the shade seven, eight, or nine times to get a smooth transition between your colors. All you need is thin paint and a lot of patience.

The trick is to have your paint so thin that when you put it on, you virtually can't see it (seriously). As long as you make sure that you don't 'pool' the paint on and that the area is completely dry before you add more, after fifteen, maybe twenty extremely thin applications, the translucency of the paint will have done all the hard work and you'll have a really nice, smooth, blend.

(Meanwhile, back at the Orc...) I painted the highlights in two color stages; a 1:1 mix of Goblin Green and Ice Blue and then finally,

pure Ice Blue.

DAY TEN

With all of the 'main' work done on the miniature, it was time to begin work on the actual design for the banner.

It was very easy to get carried away on the Flagger himself, without realizing that the actual flag was just as important!

The image on the right shows the banner after I 'pencilled-in' the design using a thin coat of Skull White, to give a strong, light base for the design.

Inspired by the flaming mane of hair on the cloak, I decided to opt for something similar on the banner. Rolling flames, crashing like red waves across the banner... perfect!

Or so I thought...

I got about half-way into painting the 'flames' when I realized that I'd made a huge mistake with the design. Even though I hadn't done any highlighting yet, I could tell that the design just wouldn't work. The red and the blue just clashed terribly and the flames became lost in the undulating banner.

That was annoying to say the least.

The outline in the first picture seemed to be rather prophetic, as you can see from the finished banner below!

White worked so much better than the red because it actually dominates the flag, rather than clashing with the background. It also is more in-keeping with the overall snow theme of the miniature.

I've not done a tremendous amount of freehand banners, so this was definitely a learning experience for me, but a welcome one all the same.

DAY ELEVEN

By now, the banner and the Flagger himself were finished, so all that remained were for me to finish off the last few bits of the base,

and of course glue the banner to the main miniature.

The snow on the base was applied in three very thick 'gloopy' coats to allow it to 'flow' over the sides of the rocks, rather than just cling to them like a thin layer of dust. I basically mixed PVA glue with an equal amount of Skull White and applied it only to the horizontal surfaces, being careful to avoid any areas that would have been shielded from snow-fall. The addition of white to the PVA is very important as the glue on its own will dry transparent and the resulting look is more grey than white. Afterwards, I liberally coated all of the snow with Citadel 'Ardcoat to give it a realistic shine and take away the dry, powdery look.
Finally, to finish off, I painted on the blood splatters. These were simply done by painting thinned Blood Red onto the affected areas before adding Chaos Black to it and then painting this onto the areas where the blood would be the thickest. Finally, more 'Ardcoat was carefully painted on to give the blood that tell-tale glisten.

And that's it! One Mantic Orc Flagger!

You can take a look at the finished model in the Flare Gallery if you want to see more pictures of the finished miniature. Please let me know what you think!

And of course, if you want to know more about Flare Miniature Painting, you can visit our website!▪

THE CULT OF PHARMA

By Austin Peasley

The Corporation has a long history of questionable medical practices to both improve their line soldiers, as well as to develop lucrative procedures for new patients. However, decades ago, they unwittingly stumbled upon a new serum, nicknamed Serum #001.

Despite great promise in both use as a cure for insomnia as well as an industrial metal cleaner, the serum also had the side effect of causing rapid cellular degradation upon contact, as well as causing insanity in those that did not die from it's effects. Among those affected, rapid mutations and emergence of latent psychic abilities were noted, and despite the Corporation's best attempts to contain their mistake, the test subjects escaped, taking most of the supply of Serum #001 with them (As well as the scientists who developed it) and fleeing on stolen spacecraft into an uncharted region of the quadrant.

50 years have passed…

Now, reports are coming in from border provinces, of strange raiders in gas masks or with horribly warped forms, destroying factories and torturing citizens. Some have said that their leaders have taken prisoners, and that their screams and the sizzle of melting flesh can be heard during lulls in the fighting, while others have spoken of hovering prison cells, torn from the ground and directed by the individuals contained within.

By Chris Schlumpberger

The Corporation has, of course, dismissed this as mere fear-mongering, but nonetheless they have devoted a significant portion of their forces to "investigate" these claims…

By Jonathan Hicks

Appearance:

The Cult of Pharma attacks are heralded by a green noxious cloud obscuring the sky and replacing the clouds, claiming hundreds of victims with asphyxiation alone. First seen in an attack are usually the foot troops, the Cultists. The Cultists wear thick leather trenchcoats to form a sort of crude armor, while firing simplistic bolt-action weapons commonly found among the various civilian militias too poor to afford Corporation oversight and protection.

Following the Cultists are the hordes of Mutants, bestial deformed and hunched-over creatures with long claws that weep a sizzling acid. They go room from room when the Cult invades a border city, ripping apart the unfortunate souls inside in minutes before emerging with the tattered remains of civilian clothes they once wore covered in blood.

Sometimes old rust-covered vehicles repurposed into crude troop-carrying wagons have been seen. These "Plague Carriers," as they have been nicknamed, are capable of delivering the foul foot soldiers of the Cult into the thick of battle alarmingly quickly, and their troops appear to be utterly

By Chris Schlumpberger

unfazed by the rickety and temperamental nature of their transports.

Those who manage to survive an entire invasion and the aftermath report seeing monstrous clanking walking vehicles, Corpse Walkers, belching enormous clouds of smoke while they use their powerful manipulators to gather up the remains of the dead, both Cult and civilian alike. Some of these Corpse Walkers have great furnaces within them where they incinerate the bodies they collect and channel any melted metals, armor, or weapons on the bodies into crude molds on their backs to produce bars of patchwork metal, presumably used for the Cult's constructions between battles. Other Corpse Walkers have great mincers inside them, rendering the corpses to a fine fluid that they channel into large glowing tanks on their backs. These tanks contain strains of the Serum, which converts the nutrient-rich fluid into yet more of the precious Serum.

Accompanying these terrifying vehicles are the clouds of hideous Plagueflies; cat-sized flies covered in blisters and sores and blotting out the skies in some areas with their numbers. They accumulate in areas where the Cult has parked Body Wagons. These trucks hold bodies the Corpse Walkers have not yet collected, and are usually found coated by a veritable layer of roiling Plagueflies feasting on the fallen.

Those survivors recovered weeks after a Cultist raid also report that even the clouds of particularly noxious gas and acidic vapors seemed to be drawn to the uninfected, stripping unarmored victims to rubbery bones in seconds. Sometimes the Cult would man towering Corruption Pumps, crude repurposed steam pumps attached to a vat of the Serum, and pumping it into the air and creating the vile clouds of corrosive gases.

Soldiers attempting to repel raids from the Cult of Pharma report being shelled by ancient artillery, rusted pieces that appear as though they ought to appear in a museum and yet capable of dropping explosive shells just as easily as their modern defenses. Soldiers who got too close to the enemy reportedly disappeared in a flash of light when they got too near to the Cult's Tesla Turrets, huge generators that crackled with static while their crew furiously cranked handles on the base to recharge them.

In the deepest of Corporation questioning cells, a very rare few who have seen the Isolation Wards of the Cult are held, screaming incessantly while occasionally becoming coherent long enough for a

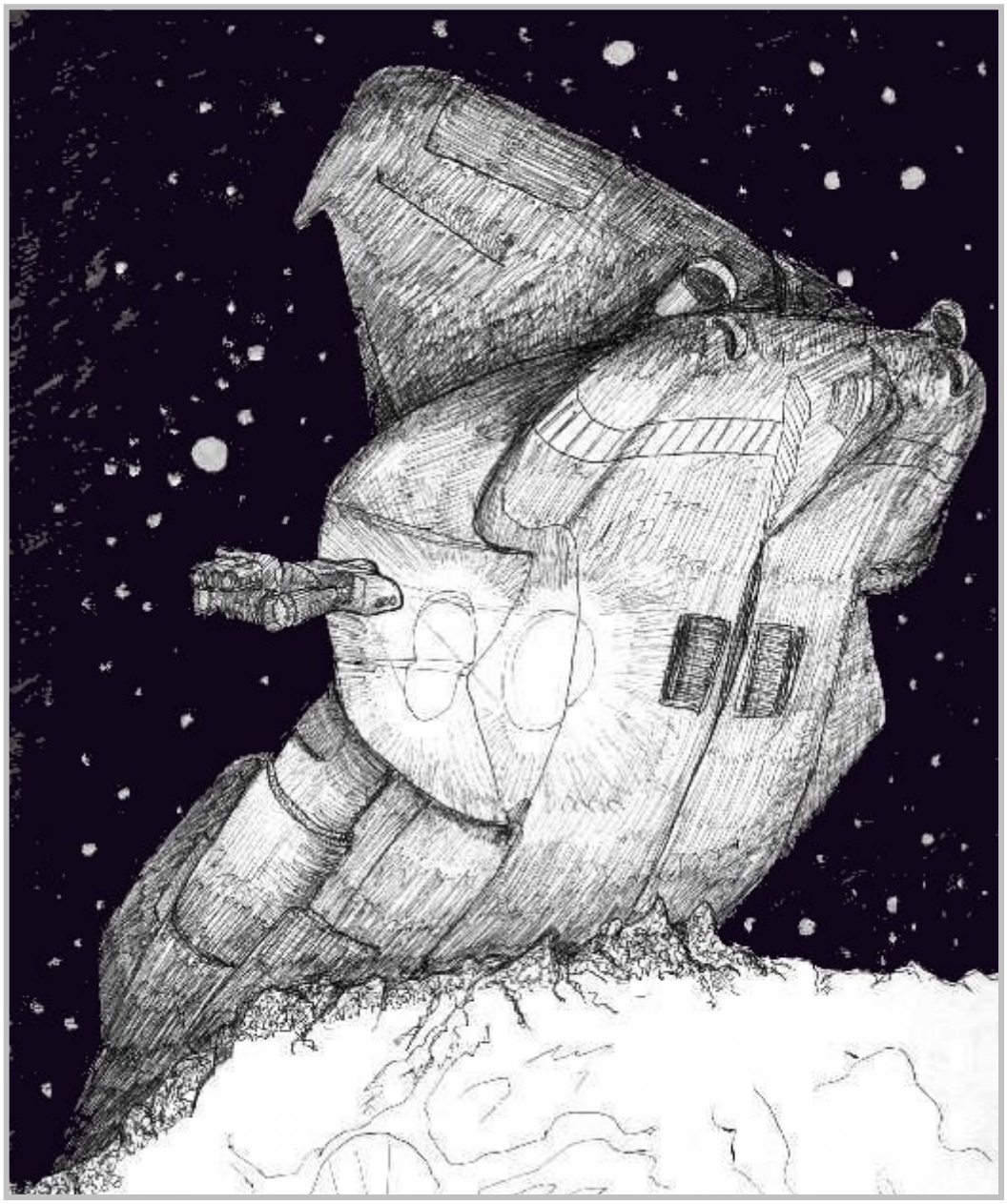
statement to be taken. They report floating plexicrete cells like what one would see in a prison or particularly cost-effective mental hospital, with a single individual inside, still in hospital-standard straitjackets. The notable bit every account has corroborated was that these cells were floating dozens of feet from the ground, rebar still visible dangling from the concrete floor, and apparently the individuals within were capable of crushing whole tanks or scattering troops of men with their psychic abilities alone.

One single account reported an individual, whom scientists believe was the original test subject, Patient Zero, is simply surrounded by the shattered hulking remains of his former prison, and he reportedly uses the shards of plexicrete like shields to absorb incoming shots almost before they are even fired, while killing dozens of troops and wrecking whole regiments of vehicles with the sheer power of thought.

Fighter pilots for the defense militias report almost running into enemy Rot Blimps in the low-hanging noxious gas clouds. The Blimps themselves emit these clouds , providing a painful death to those below while obscuring themselves from enemy fire. For the occasional target resistant to the clouds of gas, the Blimps then open fire upon the unfortunates with thundering volleys of fire from their antique cannons.

On the ground, several unfortunates have called for a medic, only to receive the not-so-tender mercies granted by the enemy lieutenants, the Doctors. These warped beings were once the research members who developed Serum #001 , but now their minds seek only to experiment on anything they can capture alive, using their bone saws and huge syringes of Serum to test various effects and pain thresholds before their victim expires, screaming.

By Boris Samec



By Jonathan Hicks

A survivor from a mission sent into a sewer of a Cult-held city even reports a monstrous and bloated Mutant. Corporation tacticians have nominated this being the Aberrant Mastermind, as they believe it directs the actions of the seemingly-insane Mutants. The soldier's testimony also included a report of the Mastermind itself giving birth to broods of the Mutants as well, although this is advised to be taken with a grain of suspicion given that the individual testifying managed to wrest control of the attending guard's sidearm and commit suicide.

Playstyle:

Overall, this army is designed to be a short-to-close range army, with only a few options for long-range firepower. The Plague (n) ability helps them deal well against other melee armies, even if outnumbered, and the ability for several units to spawn other units allows them to bubblewrap their important models until they close into close combat.

Overall they play aggressively in melee, and have strong enough shooting and defense from the Plague (n) ability that they can also function as a very effective defensive army as well.

Please be sure to PM me on the forums or comment on the thread if you have any feedback!▪

The Cult of Pharma

Army-Wide Special Rule: All units have Plague (1) or better

Infantry

Cultist Team		Cost:	50	pts	
	Sp	Hit	Att	De	Ne
Cultist	5	4+	1	4+	9/11
Unit:	4 Cultists (Rusted Rifle) and 1 Maskhead (Rusted Rifle)				
Options:	One Cultist can replace their Rusted Rifle with a Plague Sprayer or Arc Cannon for **+30pts,** a Needlegun for **+40pts**, or Poisoned Grenades for **+50pts.** One Cultist can replace their Rusted Rifle with a Mutagenic vial for **+30 pts**, or a Poison Injector or Serum #001 for **+60pts.**				

Cultist Platoon		Cost:	250	pts	
	Sp	Hit	Att	De	Ne
Cultist	5	4+	1	4+	9/11
Unit:	19 Cultists (Rusted Rifle) and 1 Maskhead (Rusted Rifle)				
Options:	Up to three Cultists can replace their Rusted Rifles with a Plague Sprayer or Arc Cannon for **+30pts** each, a Needlegun for **+40pts** each, or Poisoned Grenades for **+50pts** each. Up to three Cultists can replace their Rusted Rifles with a Mutagenic vial for **+30 pts** each, or a Poison Injector or Serum #001 for **+60pts** each.				

Cultist Section		Cost:	125	pts	
	Sp	Hit	Att	De	Ne
Cultist	5	4+	1	4+	9/11
Unit:	9 Cultists (Rusted Rifle) and 1 Maskhead (Rusted Rifle)				
Options:	Up to two Cultists can replace their Rusted Rifles with a Plague Sprayer or Arc Cannon for **+30pts** each, a Needlegun for **+40pts** each, or Poisoned Grenades for **+50pts** each. Up to two Cultists can replace their Rusted Rifles with a Mutagenic vial for **+30 pts** each, or a Poison Injector or Serum #001 for **+60pts** each.				

Mutant Team		Cost:	70	pts	
	Sp	Hit	Att	De	Ne
Mutant	6	4+	2	4+	10/12
Unit:	4 Mutants and 1 Overseer				
Special:	Crushing Strength (1)				

Mutant Section		Cost:	170	pts	
	Sp	Hit	Att	De	Ne
Mutant	6	4+	2	4+	10/12
Unit:	9 Mutants and 1 Overseer				
Special:	Crushing Strength (1)				

Mutant Platoon		Cost:	340	pts	
	Sp	Hit	Att	De	Ne
Mutant	6	4+	2	4+	10/12
Unit:	19 Mutants and 1 Overseer				
Special:	Crushing Strength (1)				

Corpse Eater Team		Cost:	320	pts	
	Sp	Hit	Att	De	Ne
Corpse Eater	5	4+	5	5+	10/12
Unit:	3 Corpse Eaters (Corroded Machine Guns)				
Special:	Plague (2), Crushing Strength (2)				
Options:	Each Corpse Eater may purchase a Plague Sprayer or Arc Cannon for **+30pts** each, a Needlegun for **+40pts** each, or Poisoned Grenades for **+50pts** each. This reduces the Attacks to 3				

Plaguefly Team		Cost:	65	pts	
	Sp	Hit	Att	De	Ne
Plaguefly	10	5+	2	4+	7/9
Unit:	5 Plagueflies				
Special:	Jump Troops, Combine				

Plaguefly Section		Cost:	160	pts	
	Sp	Hit	Att	De	Ne
Plaguefly	10	5+	2	4+	7/9
Unit:	10 Plagueflies				
Special:	Jump Troops, Combine				

Plaguefly Team		Cost:	320	pts	
	Sp	Hit	Att	De	Ne
Plaguefly	10	5+	2	4+	7/9
Unit:	5 Plagueflies				
Special:	Jump Troops, Combine				

Noxious Cloud		Cost:	(80)	pts	
	Sp	Hit	Att	De	Ne
Noxious Cloud	10	3+	2	5+	-/9
Unit:	5 Noxious Clouds				
Special:	Jump Troops, Plague (3), Crushing Strength (1), Lumbering, Steadfast, Combine, Cannot Purchase				

Ordnance

Corruption Pump		Cost:	110	pts	
	Sp	Hit	Att	De	Ne
Corruption Pump	4	-	-	5+	9/11
Unit:	1 Corruption Pump				
Special:	Plague (2), Spawn (Noxious Cloud)				

Rusted Artillery		Cost:	70	pts	
	Sp	Hit	Att	De	Ne
Rusted Artillery	4	5+	-	4+	9/11
Unit:	1 Rusted Artillery (Rusty Cannon)				
Special:	Howitzer				

Arc Turret		Cost:	50	pts	
	Sp	Hit	Att	De	Ne
Arc Turret	4	-	-	4+	9/11
Unit:	1 Arc Turret				
Special:	Zap!(15)				

Armor

Disease Carrier		Cost:	105	pts	
	Sp	Hit	Att	De	Ne
Disease Carrier	9	4+	-	6+	10/12
Unit:	1 Disease Carrier				
Special:	Open-topped, Fast, Transport (20)				
Options:	Can purchase ([F]) a Plague Sprayer or Arc Cannon for **+30pts**, a Needlegun for **+40pts**, or Poisoned Grenades for **+50pts** Can Transport 1 Ord unit. Counts as 20 models) but loses Fast.				

Body Wagon		Cost:	190	pts	
	Sp	Hit	Att	De	Ne
Body Wagon	9	4+	-	7+	10/12
Unit:	1 Body Wagon (Corroded Machine Gun[F])				
Special:	Plague (2), Spawn (Plaguefly Troop), Nimble				

Isolation Ward		Cost:	300	pts	
	Sp	Hit	Att	De	Ne
Isolation Ward	10	4+	-	8+	10/12
Unit:	1 Isolation Ward (Mental Blast [A] and Psi Surge [A])				
Special:	Plague (3), Hoverer, Lumbering, Zap (10), Crushing Strength (3)				

Patient Zero [1]		Cost:	430	pts	
	Sp	Hit	Att	De	Ne
Patient Zero	10	3+	-	10+	10/12
Unit:	1 Patient Zero (Mental Lance [A] and Psi Crush [A])				
Special:	Plague (5), Hoverer, Lumbering, Zap (20), Crushing Strength (5)				

Aircraft

Rot Blimp		Cost:	260	pts	
	Sp	Hit	Att	De	Ne
Rot Blimp	-	5+	-	6+	10/12
Unit:	1 Rot Blimp (Smoky Barrage [F])				
Special:	Spawn (Noxious Cloud)				
Options:	Can purchase up to 2 Plague Sprayers or Arc Cannons for **+30pts** each, Needleguns for **+40pts** each, or Poisoned Grenades for **+50pts** each (One is [L], and the other is [R]).				

Heroes/Monsters

Doctor (Hero)		Cost:	145	pts	
	Sp	Hit	Att	De	Ne
Doctor	6	3+	5	5+	10/12
Unit:	1 Doctor (Corroded Machine Gun and Plague Sprayer)				
Special:	Plague (2), Crushing Strength (4), Corroded Machine Gun has Piercing (4)				

Aberrant Mastermind [1] (Monster)		Cost:	310	pts	
	Sp	Hit	Att	De	Ne
Aberrant Mastermind	4	4+	15	6+	10/12
Unit:	1 Aberrant Mastermind				
Special:	Plague (3), Lumbering, Crushing Strength (6), Zap (10), Spawn (Mutant Troop)				

Armory

Weapon	Fire	Ran	Special
Arc Cannon	-	-	Zap!(5)
Corroded Machine Gun	5	18	-
Mental Blast	1	60	Piercing (4)
Mental Lance	3	60	Piercing (5)
Needlegun	10	24	Piercing (2)
Plague Sprayer	10	12	Saturation
Poisoned Grenades	5	24	Blast (D3), Piercing (3)
Psi Crush	40	12	Saturation
Psi Surge	20	12	Saturation
Rusted Rifle	1	18	-
Rusty Cannon	1	60	Blast (2D6), Piercing (4)
Smokey Barrage	10	48	Piercing (1)

Mutagenic Vial: This model's Plague (n) value increases by +1

Serum #001 [1]: This model's Plague (n) value increases by +2

Acid Injectors: This model rolls an additional three Attack dice in Melee combat, resolving each at Crushing Strength (4)

Special Rules:

Plague (n): If this unit damages an enemy unit in Melee, it causes an additional n damage. If an enemy squad damages this unit in melee, it takes n damage. An enemy unit can only be affected by this ability once per turn.

Spawn (n): Instead of shooting, this unit may choose to create unit n. Place the unit leader within 6" of this model, and then proceed to place the rest of the squad around the leader as normal. This squad counts as having Advanced/Maneuvered during this turn. The new unit also counts towards victory points if the scenario includes them as well.

Combine: This unit may join another identical unit within 1" with this ability during their movement phase. Choose a Leader from one of the squads to no longer count as a Leader, and place the models in coherency around the other Leader as per the rules. The value of the unit in Victory Points is equal to the total value of the different squads that joined it over the course of the game. If either of the original squads was Suppressed, the new squad is Suppressed as well. The new squad may not perform any other actions this phase, and counts as having Advanced/Maneuvered this turn.

By Jonathan Faulkes

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